

## REMARKS

Claims 1, 2, 5, 7-8, 10, 12, 15-17, 19, 22, 24, 25, and 27 have been amended to clarify the nature of the present invention, and Claims 29-44 have been added. Claims 1-44 are pending, with Claims 1, 12, 19, and 24 being the only independent claims. Reconsideration and withdrawal of the rejections are requested on the basis of the foregoing amendments and following remarks.

In the Office Action dated 8 July 2002, the Examiner rejected all pending claims (Claims 1-28) under 35 U.S.C. §103(a) as being unpatentable over *Darling* (WO 93/231,125). In response, independent Claims 1, 12, 19, and 24 have been amended to more clearly define the invention claimed therein. Dependent Claims 2, 5, 7-10, 15-17, 22, 25, and 27 have been amended to match the changes made to the independent claims. None of the afore-mentioned amendments contain new matter or narrow the amended claims.

In the pending amended independent claims (Claims 1, 12, 19, and 24), a game program provides at least one game-related predefined message based on the state of the game (e.g., before a game, at a start of a game, during a game, after a game, or when a predefined condition occurs; *see*, for example, page 17, line 16 to page 18, line 21 and page 21, line 3 to page 22, line 3). The at least one message may be sent to any number of destination addresses including player addresses and game platform addresses (but also the message may not be sent, i.e., the player may choose not to send the provided at least one message; *see*, page 19, line 17 to page 20, line 12). However, because the output capabilities of the terminal on which a player is (or may be) playing a game vary, the predefined message may not be capable of reproduction at the player's terminal. In the present invention according to amended independent Claims 1, 12, 19, 24, the predefined message is modified, if necessary, so that it may be played at the player's terminal. One example of this is recited in new Claim 36, where the predefined message is a picture, which the receiving terminal cannot output, so the picture is replaced with text describing the picture. *See*, for example, page 19, line 9 to page 20, line 12.

By contrast, *Darling* does not teach or suggest a system that modifies a message based on the output capabilities of the receiving terminal. Because amended independent Claims 1, 12, 19, and 24 do recite this limitation, they are patentable over the cited prior art, and are thus in condition for allowance. Withdrawal of the rejection is respectfully requested.

At least because Claims 2-11, 13-18, 20-23, and 25-28 are dependent on independent Claims 1, 12, 19, and 24, respectively, which are in condition for allowance, they are also in condition for allowance. Withdrawal of their rejection is respectfully requested.

Dependent Claims 29-44 were added in the current amendment. They contain no new matter. At least because they depend on independent Claim 1, which is in condition for allowance, they are also in condition for allowance. Their allowance is respectfully requested.

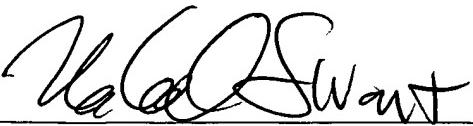
Furthermore, newly added dependent Claim 31 recites the limitation that the at least one destination address may be a predefined category of one or more players. As recited in Claim 32 (which is dependent on Claim 31), examples of predefined categories include, but are not limited to, all players presently online, all players not presently engaged in a game, all players presently initiating a game, all players presently engaged in a game, all players on the user's own team, all players on an opposing team, and at least one player previously defined by the user. By contrast, *Darling* does not teach or suggest a system that sends predefined messages to predefined categories of one or more players. For this further reason, newly added dependent Claim 31 is patentable over the cited prior art, and is thus in condition for allowance.

Further still, newly added dependent Claim 44 recites a centralized game platform in which logged in players communicate and play with each other. By contrast, *Darling* does not teach or suggest a system with a centralized game platform in which logged in players communicate and play with each other. For this further reason, newly added dependent Claim 42 is patentable over the cited prior art, and is thus in condition for allowance.

Respectfully submitted,

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## **AMENDMENTS TO THE CLAIMS SHOWING CHANGES**

### **IN THE CLAIMS:**

Claims 1, 2, 5, 7-8, 10, 12, 15-17, 19, 22, 24, 25, and 27 have been amended as follows:

1. (Amended) An online gaming system for playing games, the system comprising:

at least one wireless terminal adapted to run a game to be played with at least one of another terminal and a game platform running the game; and

a game program for providing at least one game-related predefined message based on a state of the game [a predefined game-related criteria], wherein the at least one game-related predefined message may be [being] sent to at least one of a plurality of [preselected] destination addresses, and, if necessary, the at least one game-related predefined message is modified to match the [taking into consideration] terminal capabilities of the at least one [preselected] destination address [addresses] to which the predefined message may be sent, and wherein the at least one game-related predefined message is [being] subject to interaction with a user of the at least one wireless terminal.

2. (Amended) The online gaming system of claim 1, wherein the state of the game comprises at least one of before a game is being played by the user, during a game being played by the user, after a game has been played by the user, and when a predefined game-related criteria is met; and

wherein the predefined game-related criteria comprises an event that is related to the game and is predefined.

5. (Amended) The online gaming system of claim 4, wherein the predefined game-related criteria are met where at least one of the scanned game-related events match at least one of a plurality of predefined game-related events.

7. (Amended) The online gaming system of claim 1 [2], wherein the game program comprises an indicator to be displayed when the at least one game-related predefined message appropriate for the state of the game [to the at least one predefined game-related event] is available for activation.

8. (Amended) The online gaming system of claim 5 [2], wherein the at least one game-related predefined message [~~comprises an automated message that~~] is sent automatically to the [~~preselected~~] at least one destination address when at least one of the scanned game-related events matches [~~conditions matching any of the~~] at least one of the plurality of predefined game-related events [~~criteria is identified~~].

10. (Amended) The online gaming system of claim 1, wherein the at least one game-related predefined message comprises at least one of a game-play message to be sent to the [~~preselected~~] destination address during a game, and a game-environment message related to playing a game to be sent to the [~~preselected~~] destination address before or after the game.

12. An online gaming system for playing games, the system comprising:

at least one wireless terminal adapted to run a game to be played with at least one of another [~~other~~] terminal and [~~and/or~~] a game platform running the game;

a processor within the at least one wireless terminal for controlling functions relating to the game;

a storage device in communication with the processor;

a game program operative on at least one of the processor of the wireless terminal and at the game platform for:

maintaining in the storage device a database identifying at least one set of predefined messages available to send to at least one of a plurality of [~~preselected~~] destination addresses;

scanning game-related events to identify conditions matching any of at least one predefined game-related criteria; and

providing [~~, based on any of the predefined game related criteria,~~] at least one game-related predefined message when at least one of the conditions matching any of the at least one predefined game-related criteria is identified, wherein the at least one game-related predefined message may be [~~is~~] sent to [~~the~~] at least one of a plurality of [~~preselected~~] destination addresses, wherein, if necessary, the at least one game-related predefined message is modified to match

~~the [taking into consideration]~~ terminal capabilities of the at least one [preselected] destination address to which the at least one game-related predefined message is sent [addresses] and wherein the at least one game-related predefined message is subject to interaction with a user of the at least one wireless terminal.

15. (Amended) The online gaming system of claim 12, wherein the game program comprises an indicator to be displayed when at least one of the conditions matching any of the at least one predefined game-related criteria is identified, wherein the provided at least one game-related predefined message is appropriate to the scanned at least one predefined game-related event matching any of the at least one predefined game-related criteria, and wherein said indicator indicates that the provided at least one game-related predefined message is available for sending [activation].

16. (Amended) The online gaming system of claim 12, wherein the at least one wireless terminal comprises a dedicated button to be activated by the user to send the at least one game-related predefined message to the at least one of a plurality of [preselected] destination addresses.

17. (Amended) The online gaming system of claim 12, wherein the at least one game-related predefined message comprises at least one of a game-play message to be sent to the at least one [preselected] destination address during a game, and a game-environment message related to playing a game to be sent to the at least one [preselected] destination address before or after the game.

19. (Amended) A method of providing an online gaming system for playing games, the method comprising:

connecting at least one wireless terminal adapted to run a game to be played with at least one of another wireless terminal and a game platform running the game;

scanning game-related events to identify conditions matching any of at least one predefined game-related criteria; and

providing[, based on any of the predefined game-related criteria,] at least one game-related predefined message when at least one of the conditions matching any of the at least one predefined game-related criteria is identified, wherein the at least one game-related predefined message is subject to interaction with a user of the wireless terminal and may be [is] sent to at least one of a plurality of [preselected] destination addresses, wherein, if necessary, the at least one game-related predefined message is modified to match the [taking into consideration] terminal capabilities of the at least one [preselected] destination address [addresses] to which the at least one game-related predefined message is sent.

22. (Amended) The method of claim 19, wherein the at least one game-related predefined message comprises at least one of a game-play message to be sent to the at least one [preselected] destination address during a game, and a game-environment message related to playing a game to be sent to the at least one [preselected] destination address before or after the game.

24. (Amended) A wireless terminal for playing games, the terminal comprising:

- a processor for controlling functions relating to a game;
- a storage device in communication with the processor;
- a primary input in communication with the processor for registering game-related commands input by a user of a wireless terminal;
- a game program operative on the processor of the wireless terminal for:
  - maintaining in the storage device a database identifying at least one set of predefined messages available to send to at least one of a plurality of [preselected] destination addresses;
  - [scanning game-related events to identify conditions matching any of at least one predefined game-related criteria,] and
  - providing[, based on any of the predefined game-related criteria,] at least one game-related predefined message based on a state of the game [when at least one of the conditions matching any of at least one predefined game-related criteria is identified], wherein the at least one game-related predefined message is sent to at least one of a plurality of [preselected] destination addresses, wherein, if

necessary, the at least one game-related predefined message is modified to match  
~~[taking into consideration]~~ terminal capabilities of the at least one [preselected]  
destination address [addresses] and wherein the at least one game-related  
predefined message is subject to interaction with a user of the at least one wireless  
terminal.

25. (Amended) The wireless terminal of claim 24, wherein the state of the game  
comprises at least one of before a game is being played by the user, during a game being played  
by the user, after a game has been played by the user, and when a predefined game-related  
criteria is met; and

wherein the predefined game-related criteria comprises an event that is related to  
the game and is predefined.

27. (Amended) The wireless terminal of claim 24, wherein the at least one game-related  
predefined message comprises at least one of a game-play message to be sent to the at least one  
~~[preselected]~~ destination address during a game, and a game-environment message related to  
playing a game to be sent to the at least one [preselected] destination address before or after the  
game.